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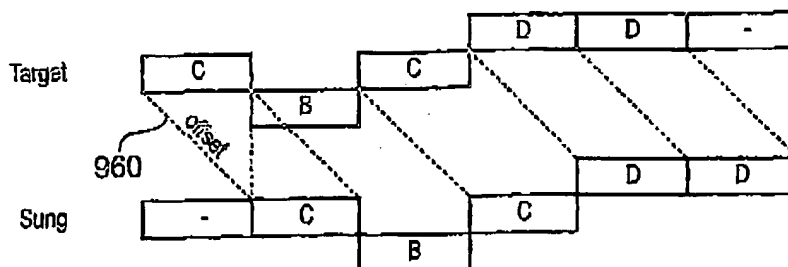
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- (71) Applicant (for all designated States except US): SONY COMPUTER ENTERTAINMENT EUROPE LTD [GB/GB]; 30 Golden Square, London W1F 9LD (GB).
- (72) Inventors; and
- (75) Inventors/Applicants (for US only): BATES, Richard, Eliot [GB/GB]; Sony Computer Entertainment Europe Ltd, 30 Golden Square, London W1F 9LD (GB). BOZEK, Paulina [GB/GB]; Sony Computer Entertainment Europe Ltd, 30 Golden Square, London W1F 9LD (GB).
- (74) Agents: TURNER, James, Arthur et al.; D. Young & Co., 120 Holborn, London EC1N 2DY (GB).
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(54) Title: TIMING OFFSET TOLERANT KARAOKE GAME



(57) Abstract: Game processing apparatus comprises means for indicating successive target actions to be executed by a user, each target action having an associated target time of execution; and scoring logic in which detected user actions are compared with the target actions, the scoring logic comprising: an input arrangement by which user actions may be detected; means for comparing a detected sequence of user actions with a sequence of target actions; and means for detecting a timing offset between the sequence of user actions and a corresponding sequence of target actions; in which the comparison of subsequent user actions with respective target actions is arranged to apply the timing offset as a relative displacement between the detected user actions and the target times.